

- Quiz TOMORROW
  - Different ways to sample
  - Use random numbers to select individuals from a population (worksheet 10-17)

- Generating Random Numbers with the Calculator (p. 276)

- MATH button
- PRB (on top, all the way to the right)
- 5: randInt (starting number,

ending number,  
how many random numbers you need)  
if leave this blank,  
calc. just chooses 1 value

- Good uses:

- Flipping a coin  $\rightarrow$  randInt(0,1)
- Rolling a die  $\rightarrow$  randInt(1,6)
- Rolling two dice  $\rightarrow$  randInt(1,6,2)

- Statistical significance  $\rightarrow$

outcomes are statistically significant when when they are unlikely to occur simply by chance.

Worksheet 12-11/12

1. Assign each homeroom a number 01-47. Use random number generator to choose 20 homerooms. Do not allow repeats.
2. Assign each person a number 01-50. Use random number generator to assign the first 13 to group 1, next 13 to group 2, next 12 to group 3, and last 12 to group 4. If using a table, repeats are not allowed.

3. Assign boy to heads and girl to tails. Flip coin and count number of flips until heads is seen.
4. Assign 0-6 made shot and 7-9 as missed shot. We use 0-9 because we need to keep as 1 digit. Use random number generator to count number of times 7-9 come up before 0-6.

5. Assign 0-2 as yes Bachelor's degree and 3-9 as no Bachelor's degree. Use random number generator to get numbers. Stop when getting 3 values of 0-2. Count total number of values.
6. Assign 1 for correct answer and 2-4 as incorrect answer. Use random number generator 10 times and count number of 1's that you get. Repeats are allowed.

7. First 3 questions just like #6.

For questions 4-10, assign 1 as correct answer and 2-5 as incorrect answers. Use random number generator to get values.

Repeat 7 times.

8. Assign 0 and 1 as a cracked egg and 2-99 as uncracked eggs.

Generate 48 random numbers between 0-99 and count number of 0's and 1's. Repeats okay.